## **Design Technology Summer Curriculum overview 2022-2023**

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Summer	To design and make an animal in clay.     Create and learn an animal dance.     Role play and create animal stories.  Plants      To observe the seeds we plant over time and draw their activity.     Draw and paint a sunflower.	Food – Fruit and Vegetables  Identify if a food is a fruit or a vegetable Identify where plants grow and which parts we eat Taste and compare fruit and vegetables Make a fruit salad	Structures - Baby Bear's Chair   Explore the concept and features of structures and the stability of different shapes  Understand that the shape of the structure affects its strength  Make a structure according to design criteria  Produce a finished structure and evaluate its strength, stiffness and stability	Recognise how multiple shapes are combined to create a strong and stable structure     Design a Roman fort     Construct 3D nets     Construct and evaluate a final product	Food – Adapting a Recipe  Follow a baking recipe Taste test different ingredients Make and test a prototype Design a biscuit to a given budget Make a biscuit and packaging  Mechanical Systems - Making a slingshot car  Build a car chassis Design a shape that reduces air resistance Make a model based on a chosen design Assemble and test a completed product	Identify simple circuit components (battery, bulb and switch) with a basic explanation of their function.     Create a functional Doodler that creates scribbles on paper with or without a switch.     To develop a DIY kit for another individual to assemble their product.	Textiles – Waistcoats  Design a waistcoat  Mark and cut fabric according to a design  Assemble a waist coat  Decorate a waistcoat  Evaluate a waistcoat